

Aleem Isiaka

Software Engineer

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PROFILE

I am a software engineer who enjoys solving complex problems with simple solutions by leveraging existing methods and technologies, and innovating when necessary.

Building smart, distributed programs is my thing. Distributed tasks are the basis of nature and human civilization, and computing is not left out. I love speed, I love accuracy, and I enjoy tweaking existing systems—there should be a speed faster than the speed of light, I believe.

I believe that working hard means working smart. And working smart means becoming lazy. And to become lazy, automation is key. So, if I have to do it again, it should be automated or easier.

SKILLS

Languages — NodeJS, Go, Python, Ruby, Java | **Logging/Monitoring** — Prometheus, Datadog, ELK, Splunk | **Streaming** — Kafka, ELK, RabbitMQ, Redis | **Infrastructure** — Kubernetes[K8s], Terraform, Ansible, Puppet | **SVC** — GitHub, Gitlab, Bitbucket | **Database** — MongoDB[NoSQL], Postgres[SQL] | **Frontend** — React, Vue | **CI** — CircleCI, GitHubActions, Travis, Jenkins | **Cloud** — AWS, Azure

PROFESSIONAL EXPERIENCE

Oasis Living, Software Engineer  Nov 2022 – Mar 2024 | London, UK

- Optimized Landlord/Tenant web apps, achieving a remarkable 99% augmentation in user experience through advanced optimization methodologies.
- Implemented Jest and Cypress automated tests in Typescript React, leading to a substantial 95% drop in critical bugs.
- Pioneered comprehensive technical documentation via Confluence Pages and Markdown files, resulting in 30% faster onboarding and enhanced team collaboration.
- Established an efficient CI/CD pipeline on CircleCI and Logging through Datadog, reducing deployment time by 40%.


uduX, Software Engineer  May 2022 – Jan 2023 | Lagos, Nigeria

- Engineered CLI tools using Golang and bash scripting, resulting in a substantial 90% reduction in processing time for DDEX manifest conversion.
- Led a team of six developers in re-engineering and developing the company's streaming product, following SDLC and agile methodologies.
- Designed and implemented a fault-tolerant runtime environment leveraging cloud services, culminating in an 80% increase in system availability.
- Spearheaded optimization efforts, reducing API latency from 10s to 0.9s.

Onboardbase, Software Engineer  Aug 2021 – Nov 2022 | California, US

- Developed a session-based encryption mechanism, achieving a significant 95% decrease in unauthorized access incidents, fortifying sensitive data protection.
- Provisioned a highly scalable, available infrastructure, reducing latency by an impressive 80% and enabling a throughput of over 10,000 RPS.
- Led the development of SDK and CLI components, boosting development efficiency by a notable 60%.


- Crafted detailed product documentation, cutting onboarding time for new team members by 20%.

Josplay, Software Engineer 

May 2020 – Jul 2021 | Lagos, Nigeria

- Engineered high-performance microservices with K8s clusters, enabling >10K streaming RPS on Google Cloud Platform.
- Orchestrated a robust product release pipeline ensuring a safe, efficient, and fault-tolerant CI/CD pipeline using Travis CircleCI and Github.
- Led inclusive team practices for improved code reviews and adherence to engineering best practices.
- Innovated a relay radio service with background AI for uninterrupted music suggestions and playback.
- Implemented highly compatible HLS media player, ensuring optimal streaming experience in 90% of web/mobile browsers.
- Engineered an efficient multi-format music player supporting MP3 and HLS, with a 99% success rate for high availability and quality.

PROJECTS

Object Spread (<https://objectspread.com>) 

Feb 2018 – present

Collection of open source projects contributing to the community. The projects span frontend, backend, and utility libraries. I run to them to speed up my development work as techniques are repetitive. Having ObjectSpread makes the solutions generic and available to the public.

PUBLICATIONS


Publisher Profile, Logrocket 

<https://blog.logrocket.com/using-firebase-cloud-messaging-as-a-pub-sub-service/>


Publisher Profile, SmashingMagazine 

<https://www.smashingmagazine.com/2020/04/nodejs-internals/>

EDUCATION

Bsc. Computer Science, Al Hikmah University 

Ilorin, Nigeria

B.Eng. Mech. Engineering, Kwara State University 

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CERTIFICATES

Vault Associate  | Terraform Associate  | Prometheus Certified Associate 